The Heavy Hammer

Run by Nathaniel Oaker.

Regular Menu:

Battleaxe

Flail

Greataxe

Lance

Longsword

Rapier

Warhammer

Whip

Crossbow, hand

Crossbow, heavy

Dart

Shortbow

Longbow

Spear

Breastplate

Leather Armor

Split Armor

Shield

Arcane Section.

Players are each given two options.

Sorcerer

Movement

**Quicksilver Slippers**

1 charge

These slippers are imbued by an unknown magic from an unknown source. They were taken off of the remains of an unknown traveler in the region and they have been used by Guard Spies for centuries. When used properly the user moves faster than a blink of an eye. To everyone else in the room, it seems as if they teleported.

+5ft to movement.

When an opponent makes a melee attack against you, you can chose to activate the Quicksilver Slippers as a reaction. When Quicksilver Slippers are activated you automatically get 50 ft of movement speed. If your movement speed is impaired at all by magic or other forces, they are removed. Charges are restored during a long rest.

Survivability

**Dragon Priest Bone Chest Plate**

Dragon Priests have an extremely deadly job in this region; they are ambassadors to Dragons. Over the years, they have developed some minor protections from the dangers of the Dragons. By praying to the Dragon Priest Bone Chest Plate in Draconic, it bestows upon you a blessing.

During your long rest you can chose one magic type for the next day. You have damage resistance to this magic source as long as the Dragon Priest Bone Chest Plate remains on.

Druid

Judgement

**Monocle of the First Judge**

3 charges. Charges reset during long rest.

Wearing this monocle and focusing on a target you see their true character, unimpeded by deception or any other force.

By wearing this Monocle and completing a wisdom ability check against the target’s charisma ability score you are able to glean the target’s true intentions.

Luck

**Ancient** **Dragon Tooth Earing**

1 hour cooldown.

Among many powers of the ancient dragons, luck seems to be a prominent one. In the eye of danger you seem to have lady luck on your side.

While you have this earring equipped you may chose a saving throw to have advantage on.

Barbarian

Throwing Prowess

**Haunted Gauntlet**

1 hour cooldown.

The gauntlet of a fallen knight. After donning this in battle, it’s quite evident this knight has not passed to the next world.

You are proficient in throwing any weapon. Any weapon that does not have ‘Thrown’ property has a range of (15/30). When this item is not on cooldown the weapon is returned to your hand after throwing it.

Bravery

**Dragon eye Amulet**

Donning the ruby adorned amulet you are filled with a sense of duty.

While wearing this amulet you have advantage against being frightened, slept, or charmed. When you succeed on one of these saving throws, the rest of your party in voice range receive inspiration.

Ranger

Hunting Prowess

**Consecrated Trap**

24 hour cooldown

This traps was used by the first Light’s Perch soldiers to survive in a new region. It has been handed down generation to generation between Knights of the Guard. In order to set this trap, you must pray to a God and ask for their blessing.

When setting the trap, make a religion check.

Scores 1-5 deal 1d4 Radiant damage to anyone who activates the trap.

Scores 6-10 deal 1d6 Radiant damage to anyone who steps in the trap and anyone in a ten foot radius.

Scores 11-15 deal 2d6 Radiant damage to anyone who steps in the trap and anyone in a ten foot radius.

Scores 16-20 deal 2d6 Radiant damage to anyone who steps in the trap and anyone in a fifteen foot radius. Affected targets make a constitution saving throw DC of 11. Failed saving throws are blinded for one minute.

On a natural 20 roll, you may chose who is affected by the trap.

Brutality

**Dragonbone Knife**

Finesse, Light

1d4 damage

This small knife has the potential to be extremely brutal. Given the right set of hands and the just the right conditions, its target does not stand a chance.

This knife does 10x damage to surprised targets. On a successful hit, the target is hemorrhaged and takes 1d6 + 2 damage due to blood loss until the hemorrhaging is stopped.